WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE:
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the center to outer edge. Never use solvents or abrasive cleaners.

NITROUS OXIDE
GAME MANUAL–TABLE OF CONTENTS

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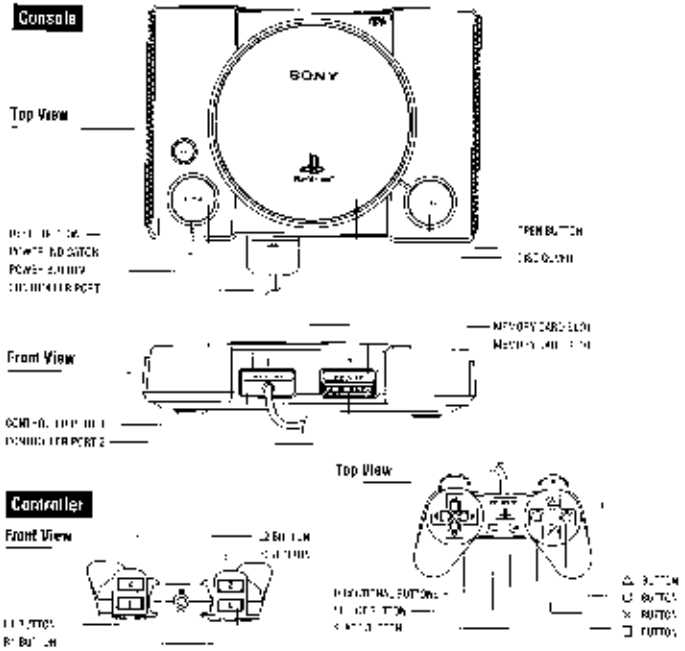
START UP



Set up your PlayStation® game according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the N_2O: *NITROUS OXIDE* disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on screen instructions to start a game.

INTRODUCTION

Somewhere deep in the future, our Galaxy is at war. On the nearby planet of Neptune, forces of evil have initiated their new plans to invade the Earth. By accelerating sub-atomic particles around a tubular shaped circuit known as The Torus, they are developing a race of Super Warriors. Together with advanced genetic engineering, this central birthing canal is capable of producing an army of lethal genetically mutated insects.

Nitrous Oxide, a pollutant by-product emitted inside The Torus, provides a high-octane fuel for your Tunnel Runner, but unfortunately it also provides the perfect breeding environment for the secretly incubating species.

Your Mission:

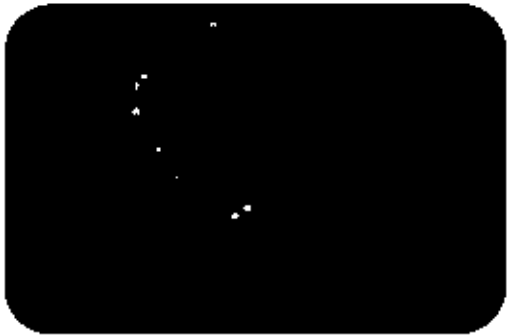
Set a course for Neptune.

- Fly your Tunnel Runner into the Nitrous Oxide filled tubes.
- Destroy the Super Warriors and genetic mutations before they are strong enough to invade Earth.
- Come home for milk and cookies.

GETTING STARTED

Insert the *N_2O: NITROUS OXIDE* disc into the PlayStation® console and close the disc cover. Insert a game controller and turn on the PlayStation®. After a few moments, the animating Title Screen will appear.

ANIMATING TITLE SCREEN



Press ✖ to proceed to the **MAIN OPTIONS MENU**

MAIN OPTIONS MENU

Once the game has loaded, you will be presented with the MAIN OPTIONS MENU. Before you start to play *N_2O: NITROUS OXIDE*, read the rest of this manual to learn how to operate all of the options and controls. You can return to this screen by pressing the ▲ button. To operate these menus, you must first highlight an option, using the ⭘ or ⭘ Directional buttons. You are then able to select the options by pressing the ✖ button. This allows you to select the following options:

ONE-PLAYER GAME
Start a one player game.

TWO-PLAYER GAME
Start a single screen, TWO-PLAYER game. All of the options available in a ONE-PLAYER game are also available in this mode, except for zooming into a 1st Person Perspective in which the camera will remain LOCKED during the game. The two players are competing against each other for the high score.

SPLIT TWO-PLAYER GAME
Start a TWO-PLAYER game, where the screen is split, with each player using their own camera view. All the options available in a ONE-PLAYER game are also available in this mode, except for zooming into a 1st Person Perspective. The two players are competing against each other for the high score.

LOAD SAVED GAME
This option allows you to load previously saved game data, including all of your high scores and game options, from a Memory Card. To operate the Load Game menu, use the the ⭘ or ⭘ Directional buttons to highlight the game of your choice, then press the ✖ button. All of the Memory card options require you to confirm any request before they will be completed. When prompted, highlight **YES** and press the ✖ button to confirm, or highlight **NO** and press the ✖ button to cancel. Loading a saved game from the Memory card will overwrite any settings and changes that have been made during any previous session.

See SAVE GAME section for further information.

VIEW HIGH SCORES
View the High Scores table and see where you rank. When you have finished viewing this, press the ▲ button to exit back to the MAIN MENU.

VIEW CREDITS
View the Credit List for the game.

TUTORIAL
By selecting the TUTORIAL option, you will be taken into the game. The TUNNEL RUNNER will be automatically controlled. A TEXT BOX will be displayed, telling you which game action is being performed. Read the text box and press the ✖ button to proceed to the next action. You can choose to run the tutorial right through to the end of the level or you can skip out of the tutorial at any time by pressing the ▲ button.

GAME OPTIONS

In the GAME OPTIONS menu, you are presented with a series of different settings, which can be adjusted, according to your own personal preference. Use the ↑ or ↓ Directional buttons to highlight an option, then press the ✖ button to select. If you wish to exit from the current menu, press the ▲ button or highlight and select the MAIN MENU option.

SAVE SETUP TO MEMORY CARD
This option allows you to store the current game options and high scores onto a Memory card. If you do not store these options to a Memory card, they will be lost once the PlayStation is turned off or reset. Before the data is stored, you will be asked to confirm your request. Highlight **YES** and press the ✖ button to confirm, or highlight **NO** and press the ✖ button to cancel.

LOAD SETUP FROM MEMORY CARD
This option allows you to load any previously saved game options and high scores from a Memory card. Before the data is loaded, you will be asked to confirm your request. Highlight **YES** and press the ✖ button to confirm, or highlight **NO** and press the ✖ button to cancel.

CENTER SCREEN
This option allows you to alter the position of the game screen on your monitor. Use the ←↑↓→ Directional buttons to move the screen. Once you set this correctly, press the ✖ button to confirm. If you wish to cancel the adjustment, press the ▲ button.

CHANGE SOUND
Within this menu, there are several options that can be adjusted. Highlight the required option using the ↑ and ↓ Directional buttons and alter the setting using the ← and → Directional buttons.

AUDIO SETUP - Highlighting and selecting this option will allow you to choose between MONO, STEREO or DOLBY® PRO-LOGIC.

SFX VOLUME - Highlighting and selecting this option will allow you to adjust the volume of the in-game sound effects. As you adjust this volume, the indicator bar will change size accordingly.

AMBIENT VOLUME - Highlighting and selecting this option will allow you to adjust the volume of the in-game ambient (background) sound. As you adjust this volume, the indicator bar will change size accordingly.

MUSIC VOLUME - Highlighting and selecting this option will allow you to adjust the volume of the in-game music by THE CRYSTAL METHOD. As you adjust this volume, the indicator bar will change size accordingly.

CD TRACK - Highlighting and selecting this option will allow you to adjust the order in which music by THE CRYSTAL METHOD will be played. You have the option of setting the order in which the tracks are played to either, RANDOM or IN ORDER. Alternatively you can select a particular track you would like to hear.

CHANGE FEATURES

This option allows you to tailor certain features within the game. Select an option using the ↑ and ↓ Directional buttons and then use the ← and → Directional buttons to toggle between the different option settings.

- **Lens Flare** - Changes the type of lens flare used within the game.
- **Lens Type** - Changes the type of camera lens used within the game.
- **Camera Roll** - Alternate between having the camera follow your craft, or following the rotation of the screen. If you choose the LOCKED function, the 1st person perspective will not be enabled for the single player game.
- **Hatching Order** - Enemies are hatched into each level during game play. Alternate between RANDOM or PRESET hatching of enemies.
- **Bonus Weapons** - During game play you have the ability to obtain BONUS WEAPONS (See BONUS WEAPONS section for further details). If you choose the SELECTABLE option, you can cycle through the different types of weapons by shooting them when they appear during the game.

PROGRAM CONTROLLER

This screen allows you to change the game controls to suit your own preference. Use the ↑ and ↓ Directional buttons to toggle between the different Controller configurations, then press the ✖ button to select. *N_2O: NITROUS OXIDE* supports the PlayStation Dual Analog controller.

ENTER CODE

After completing any level you will be given a code that will allow you to access the level you have just finished. Enter the code in this option to restart a level with maximum lives.

CHEAT CODES can also be entered in this option. After entering a cheat code here, the feature you have unlocked will be described on screen. A CONFIRM option will not be given here as you cannot save cheats onto a memory card. If you enter a cheat code and then switch the game off, you will lose the code and will have to re-enter it the next time you switch on the game.

THE TUNNEL RUNNER

When you start a new game, you can select one of four Tunnel Runners. The Tunnel Runner is the craft that you will be using to negotiate The Torus and destroy your enemies. The four Tunnel Runners are: Mantis, Trident, Cobra and Angel.

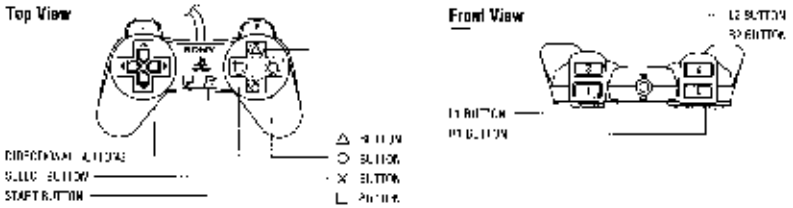
Use the ← and → Directional buttons to toggle between the different Tunnel Runners. When selecting a Tunnel Runner, two indicator bars describing the attributes of each craft will be displayed. The left indicator is the BRAKE and the right indicator is the TURN.

- **Brake** - Each Tunnel Runner can be slowed down to a standstill. However, after a certain amount of time an automatic override will kick in, boosting the Tunnel Runner forward at a very high speed. You must be careful how long you slow down for, before the override activates, as you may be boosted forward into oncoming danger. The BRAKE bar refers to the length of time you can brake, before the automatic override kicks in. The higher the bar, the longer it will take for the automatic override to activate.

- **Turn** - All of the Tunnel Runners have full 360° movement when navigating The Torus. The TURN bar refers to the speed with which each Tunnel Runner can turn left or right within The Torus. The higher the bar, the quicker the Tunnel Runner will be able to turn.

Each Tunnel Runner can be customized with color and texture mapping. To customize the color, press the ■ button and three Color Wheels will be displayed. These three Color Wheels represent the Red, Green and Blue (RGB) colors of the Tunnel Runner. Use the ↑ and ↓ Directional buttons to highlight one of these Color Wheels, then use the ← and → Directional buttons to adjust the intensity of each color. The bodywork colors of your Tunnel Runner will change accordingly. After changing the color of your Tunnel Runner, press the ■ button to customize the Texture Map. Use the ← and → Directional buttons to select the type of texture you want. Press the ✖ button to confirm your selection and enter The Torus.

TUNNEL RUNNER CONTROLS



Soft Reset

During gameplay, by pressing and holding **SELECT** and **START** simultaneously for a few seconds, the game will reset itself.

Quit Game

By pressing **START** during a game and then pressing **SELECT** once, you will be given the option to **QUIT**. If you select **QUIT** you will be asked to confirm your request. Use the ◯ and ◯ Directional buttons to highlight **YES** to **QUIT** the game or **NO** to continue playing.

The Tunnel Runner that you guide is responsive to quite a number of controls. These relate to the movements and weaponry installed within the vehicle. The default controls are:

Action	**Controller Configuration 1**
Steering	◯ and ◯ Directional buttons
Brake	L1 LEFT 1
Jump	R1 RIGHT 1
Shields	▲ TRIANGLE
Standard Laser	✖ CROSS
Fire-Wall	■ SQUARE
Special Weapon	● CIRCLE
Toggle Special Weapon	◯ Directional button
Zoom Camera In	L2 LEFT 2
Zoom Camera Out	R2 RIGHT 2
Pause/Start	START
In-Game Options Menu	SELECT

Zoom In or Out - You have the ability to adjust the distance with which the camera is viewing the Tunnel Runner. Use the **R2** Button to zoom all the way into a 1st Person Perspective, or use the **L2** Button to zoom all the way out so that you can view your entire craft.

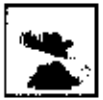
ACCELERATION

The Tunnel Runners use Nitrous Oxide gas (N_2O) as fuel. Each Torus is filled with N_2O gas which is why the craft will continuously fly forward. All the enemies breathe the N_2O gas, so every time an enemy is destroyed, a concentrated burst of N_2O gas is released into The Torus. The more enemies killed, the higher the amount of concentrated N_2O gas is released, and the faster the Tunnel Runner will go.

ELECTRONIC CURRENCY (E-Currency)

In the future, hard currency has been replaced by computerized bank accounts. Any gold you collect is automatically transferred electronically to these accounts. As each enemy is destroyed, it will revert back to its base metal form, shown on-screen as a GOLD COIN with an E symbol marked on it. If you shoot the coin, you can purify its gold content, therefore increasing its value, up to four times. Use your coins to purchase Fire-Walls or extra lives at the end of a level.

DRILLER TIME



As you proceed through later levels, you will notice a RED timer located in the top center of the screen. You must destroy all the enemies, thus finishing the level, before the counter reaches zero. If you do not finish the level by the time this countdown reaches zero, an extra hazard will be activated in The Torus. These hazards are numerous glowing drills. These drills must be destroyed or avoided at all costs. The drills can only be destroyed using a Special Weapon, (except for the BOOMERANG).

SPECIAL WEAPONS AND SHIELDS

Throughout each Torus, various special weapons will become available to you. An icon of the weapon will fly by your craft and eventually stop further down The Torus. When approaching the weapon icon, align your craft with it, fly into the icon and you will have picked up a weapon. Alternatively, you can shoot your laser at it. If you have set the BONUS WEAPONS to "selectable" in the CHANGE FEATURES option, every time you hit the weapon icon with laser fire it will scroll to a different weapon. When it has scrolled to the weapon of your choice, fly your craft into it and you will have picked up that weapon. The weapon, and the amount of shots you have, will be displayed at the bottom left part of the screen.

Each special weapon is most effective against particular types of enemies. For example, the 'RAPIDO' weapon is especially effective against wasps, as it has a very wide vertical range of attack. The key is to determine which weapon is most effective against which enemy.

SPECIAL WEAPONS

•FIRE-WALL - The Fire Wall is the business! As its name suggests, it shoots a ring of deadly fire down The Torus killing absolutely everything in its path. This weapon can only be bought at the end of the level and is very, very expensive (see MONEY AND TRADING section).

•SLINKY - A special laser that shoots down The Torus in a wave like motion. It has a much wider range of attack than the standard laser, although it travels in a straight line.

•GREEN DRAGON - A string of five green plasma balls that snake down The Torus, destroying anything in their path.

•NINJA - A double edged razor star that is shot out of both sides of the Tunnel Runner. The Ninja shoots 360° up the sides of The Torus taking out any enemies parallel to your craft.

•DAM BUSTER - Two attached mines that bounce down The Torus and explode on impact.

•RAPIDO - As its name suggests, it is a highly rapid burst of 300mm. machine gun fire. It has a very wide vertical range of attack.

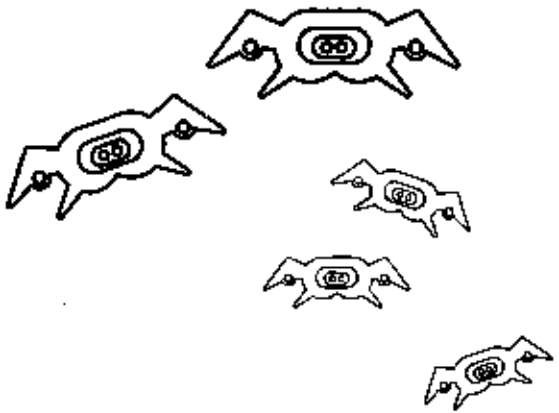
•HOMING ROCK-IT - A missile that homes in on the target nearest the Tunnel Runner, in a direct line down The Torus.

•BOOMERANG - A yellow weapon that resembles a thin barbell. The boomerang is equipped with a semi-guidance system. Once fired it spins down the Torus and semi-homes in on the nearest target. Once the enemy is destroyed, the weapon remains in The Torus for retrieval.

•THREESOME - Three glowing laser bolts are shot from the front of the craft. One bolt travels in a straight line, one skims the left wall of The Torus and the third bolt skims the right wall of The Torus. This weapon has a very wide range of attack and can destroy three enemies, located around The Tunnel Runner, at once. This weapon is also ideal for taking out a spider's web. A very sexy weapon.

•SHIELDS

The Nitrous Oxide dispersed throughout The Torus is a perfect breeding ground for space fungi. Within the tunnels you will encounter this fungi in the form of brown mushrooms. Shooting the mushrooms five times will alter their molecular structure and they will take on the form of red-spotted toadstool. By ramming your Tunnel Runner into these toadstool, they will release tiny spores that coat your ship. The spores consist of the chemical, Crystal LFP. The Tunnel Runner's on-board computer can convert the Crystal LFP into a hardened semi-transparent form that acts as a shield. The number of shields collected is displayed at the bottom left part of the screen. Use the ▲ Button to activate a shield.



ENEMIES

The various enemies will hatch as you progress through the Torus. The number of enemies unhatched will be indicated by a small counter located in the middle of the ENEMY HEALTH BAR in the top center of the screen. When this counter reaches zero all the enemies you will encounter on that level will have been hatched. As you kill each enemy the health bar will slowly decrease in size. When the bar is completely gone, all the enemies on that level will have been killed and the level will end. The following is a list of the various enemies:

•Yellow Beetle Yellow Beetles initially sit in one place, but then scuttle either left, right or down the tube. These are the easiest enemy to destroy.

•Red Beetle If a Yellow Beetle is not killed immediately it will mutate into a Red Beetle after one revolution of the tube. It is similar to the Yellow Beetle, except it has a wider range of movement and therefore more difficult to shoot and avoid.

•Blue Beetle - If a Red Beetle is not killed immediately it will mutate into a Blue Beetle after one revolution of the tube. This beetle will remain blue until it is killed or has killed the player. The Blue Beetle has the widest range of movement and also shoots missiles at the player.

•Cocoons When shot and opened, cocoons release two Yellow Beetles into the Torus. Once they are in The Torus they behave as other Yellow Beetles, turning red after one revolution, and Blue after a second revolution.

•Scorpion - Scorpions move backwards and forward down the Torus, planting lines of deadly mines. Scorpions will repeat this action until they are destroyed. A scorpion bonus of 5,000 points is awarded if the player shoots four mines in a row and then kills the scorpion that laid those mines. These bonus points can be doubled if the player repeats the same sequence without shooting anything else in between. The BLUE MINES that the scorpion plants can be destroyed with one shot of the standard laser.

•Butterfly Butterflies need 3 shots to be destroyed. They fly up the Torus towards the player. Once shot, they change color and fly away from the player. They then turn back and attack the player once again.

•Mosquito and Grubs For every circuit of the Torus that the player fails to kill a mosquito, it will shoot out a white grub. The grub will grow into an adult mosquito by the time the Tunnel Runner completes one revolution of the Torus. If they are not killed immediately, mosquitoes will repeat this action a maximum of six times.

•Ladybug - Ladybugs are surrounded by a positive magnetic shield so they are attracted to the Tunnel Runner. Because of the speed they hurtle towards the craft, they are very difficult to kill.

•Woodlouse - This moves normally down the Torus until close to the player, at which point it rolls up into a ball (like the pocoon) and attacks in a furious rolling manner. When rolled up into a ball, the woodlouse is invulnerable.

•FirePly - This enemy flies towards the player, turns and flies back down The Torus, momentarily blinding the player with the light on its tail. The danger is that the player will crash into another enemy or hazard during the temporary confusion. The firefly can only be killed when flying towards the player.

•Fly - Flies swoop down towards the player and attack with a rapid burst of acid spit. They can only be killed when they are about to attack.

•Black Widow Spider - Fires a web that blocks the entire Torus and kills on impact. The webbing can be shot with laser fire or any special weapon. As this spider is shot, it releases a spider baby which is harmless but can be run over for a 1,000 point bonus.

•Tarantula - A slow moving spider that attacks by firing a web bomb directly at the Tunnel Runner. The webbing can be shot, using a special weapon.

•Caterpillar This consists of a head with a number of body parts. Any shots on its body will only produce sparks and will not damage the caterpillar at all. To be attacked successfully, the player must shoot the head so that all the body parts move independently down The Torus, then each body part must be destroyed individually. Each time the player performs a circuit of The Torus without shooting the caterpillar head, the caterpillar will grow one extra body part in length.

•Wasp - The wasp hovers through The Torus and attacks the player by lowering its abdomen and firing a laser sting. This is the only time that it can be shot by the player. Before firing there is a warning as the wasp's abdomen sends out a shower of sparks. If a player kills a wasp that has fired 2 shots there is a 2,000 point wasp bonus.

•Expanding Colorado Beetle - This enemy expands to fill up The Torus, until finally exploding and releasing deadly body parts that kill the player, unless the player shoots it first.

•Ant - Ants attack in formation, and are led by a squadron leader. If the squadron leader is shot then all the remaining ants will die as well and the player will receive a bonus award. Otherwise, the player has to kill them all separately. The formation of the group attack and the positioning of the Squadron Leader will change each time. The Squadron Leader can be easily identified by its striped yellow jacket.

•Termite - Termites scurry through the Torus, pulling along an expanding and contracting electric ladder which skims the surface. This ladder must be avoided at all costs as the player will die on contact.

BOSSES

Near the end of certain levels you will encounter Bosses, which you will be alerted to by the words on-screen saying "BEWARE OF BOSS." Except for the Shellac Leader Insect, all the bosses are huge mutated versions of various insects you will encounter on a level. They will attack in the same way the smaller versions of themselves attack although they will be much harder to defeat.

Shellac Leader Insect (Main Boss) The Shellac Leader Insect is the ultimate hybrid mutant soldier. It has many rows of razor sharp teeth, six agile arms ending in incredibly strong pincers and a long flailing tail with a sharp, poisonous tip. The Shellac Leader Insect shoots a rapid bursts of flaming gas balls from its mouth, and attacks by charging manically. Oh, one more thing, SHIELDS are totally ineffective against it as it has a dampening effect against them.

BONUS LEVELS & BONUS AWARDS

You will receive BONUS AWARDS for certain actions during the game. The following are a few examples:

- When killing a Black Widow spider it will release a white baby spider. By running over this baby spider, you will receive a 1000 point bonus award.
- Mushrooms are distributed throughout every level. If you have managed to change the color of the mushroom by shooting it, and then you ram it with your craft, you will obtain a bonus award but no bonus points.
- By shooting three cocoons, within three seconds of each other, you will receive a 3000 points bonus award.

For every bonus award obtained you will get a red BONUS STAR. This star will be displayed at the top left side of the screen, next to the score. When FIVE bonus stars have been obtained, they will change into different colors indicating you have access to a BONUS LEVEL. You must complete the rest of the level you are playing in before you can enter the Bonus Level.

Avoid the red spikes and shoot the green eggs in BONUS LEVELS. The green eggs will release a coin when they are shot which can be picked up. The more coins you pick up, the faster your craft will go. A counter, displayed in the bottom left corner of the screen will inform you of your speed. You will remain in a bonus level until you hit either a red spike or a green egg.

MONEY AND TRADING

At the end of each level, you will be presented with a screen that shows you how many enemies you destroyed. Use the ◆ and ◆ Directional buttons to scroll the list of enemies killed. At the bottom of the list is the bonus points you received for the number of kills you made.

Press the ✖ button to skip to the TRADING screen. If you have enough E-currency you can choose to buy FIRE-WALLS. Use the ◆ and ◆ Directional buttons to choose how many FIRE WALLS you wish to purchase, then press the ✖ button to confirm.

The remainder of your E-currency will be converted into points and be added to your overall score.

When you initially start the game at level one you will obtain an extra life after collecting 15,000 points. You will receive another extra life when you have collected 50,000 points and then additional lives for every 50,000 points subsequently.

SAVING A GAME

At the start of every new level, you will be presented with the option of accessing the SAVE GAME screen. To do this Press the ■ Button.

The SAVE GAME screen will present you with the options for saving your current game data using a Memory card. This allows you to save your current position within the game, including all of your high scores and game options. If you do not save your data to a Memory card, it will be lost once the PlayStation® is turned off or reset.

To operate the SAVE MENU, use the ◆ and ◆ Directional buttons to highlight the different options, then press the ✖ button to select. If you wish to exit the SAVE GAME menu screen, press the ▲ button or highlight the **EXIT** option and press the ✖ button. All of the Memory card options require you to confirm any request before they will be completed. When prompted, you can press either the ✖ button to confirm, or the ▲ button to cancel the option.

- **SAVE** - When you highlight and select this option, you will be asked to choose a save position on the Memory card where this game is to be stored. If you have not saved *N_2O: NITROUS OXIDE* game data to this Memory card before, you must highlight and select the Memory card block where the game will be stored. If you have used the Memory card before, then you can either save the game into the next free Memory card block, or you can highlight and select a previous *N_2O: NITROUS OXIDE* saved game that can be over-written.

- **EXIT** Highlighting and selecting the **EXIT** option, will quit out of the current menu and return back to the MAIN MENU.

IN-GAME OPTIONS

At any time within the game, you can press the **SELECT** button to access the In-Game Options. These options can be adjusted according to your own personal preference. Highlight the option you wish to change using the ⬆ and ⬇ Directional buttons, then press the ⬅ and ➡ Directional buttons to change the setting.

Help Highlight this option and select help"on" to turn on the help tutorial text. Select the "off" option to disable the tutorial text in the game.

Audio Set-up - Highlighting and selecting this option will allow you to choose between MONO, STEREO or DOLBY® PRO-LOGIC.

SFX Volume Highlighting and selecting this option will allow you to adjust the volume of the in-game sound effects. As you adjust this volume, the indicator bar will change size accordingly.

Ambient Volume - Highlighting and selecting this option will allow you to adjust the volume of the in game ambient (background) sound. As you adjust this volume, the indicator bar will change size accordingly.

Music Volume - Highlighting and selecting this option will allow you to adjust the volume of the in-game music by THE CRYSTAL METHOD. As you adjust this volume, the indicator pattern will change size accordingly.

CD Track Highlighting and selecting this option will allow you to adjust the order in which music by THE CRYSTAL METHOD will be played. You have the option of setting the order in which the tracks are played to either, RANDOM or IN ORDER. Alternatively you can select a particular track you would like to hear playing.

Abort Game - To abort a game, highlight this option and press the ✖ Button. You will be asked to confirm your request. Highlight **YES** and press the ✖ Button again to confirm, or highlight **NO** and press the ✖ Button to cancel.

CONTROLLERS

In ONE-PLAYER mode, the game can be played using a Controller plugged into Controller port 1 and in TWO-PLAYER mode a second Controller plugged into port 2 of the PlayStation®. *N.B. OUTRUSH ONDE* supports the PlayStation® Dual Analog Controller. Ensure that the Analog Controller is set to **YES** and operating correctly (refer to the manual supplied with the device for further details). The ⬆⬇⬅➡ directional buttons will remain as normal, but you are able to use the Left stick button on the Controller to maneuver the Tunnel Runner left and right.

In the MAIN OPTIONS MENU, you can choose between various Controller configurations or you can customize the configuration to suit your personal preference (see MAIN OPTIONS MENU section for further details).